



Unreal engine - Rainy Neon Streets v5.1

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Presenting a meticulously crafted asset pack, showcasing stunning realism and meticulous attention to detail, perfect for gaming, lighting studies, or exploring scene setups.

Included are two modular sets designed for building creation, offering versatility and style without compromising budget constraints.

- High-Quality Assets: Impeccably crafted props boasting a realistic art style for immersive experiences.
- Modular Building Sets: Two modular wall sets facilitate dynamic building construction within the scene.
- Dynamic Rain Effects: Integrated rain VFX and rain effects on materials add depth and atmosphere.
- Customizable Master Materials: 18 fully customizable master materials, each with intricate rain effects for enhanced visual realism.
- Interactive Ground Material: Ability to paint wetness, dirt, and puddles on the ground material for added environmental realism.
- Optimized Textures: Channel packed Metallic/Roughness/AO textures ensure efficient performance without compromising quality.
- Lightmap Support: Lightmaps provided for all meshes, ensuring seamless integration with lighting systems.
- Next-Gen Compatibility: Supports Lumen and Nanite for cutting-edge visuals on platforms such as Windows, PlayStation 5, and Xbox Series X.

Technical Details:

- Unique Meshes: 132
- Modular Meshes: 42
- Collision: Yes (Generated), Custom where needed
- LODs: Base LOD Only
- Materials and Instances: 112
- Textures: 335
- Texture Resolutions: Ranging from 512/512 to 2048/2048
- Supported Platforms: Windows, PlayStation 5, Xbox Series X
- Documentation: Currently unavailable
- The pack encompasses two maps: "Neon_Streets" and "Neon_Streets_Content," providing a glimpse into a vibrant urban landscape waiting to be explored.



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